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Subject: Re: merged in yet

Posted by [fudadmin](#) on Sun, 20 Aug 2006 18:35:34 GMT

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jadeite wrote on Sun, 20 August 2006 15:45: Has AGG been merged into U++ dev branch yet? Is it going to be?

Thanks.

I've updated my upp "agg\_aris\_main" package already (on my computer...) to the latest (I think..) agg changes (2.4v July) but... now need to adjust the connection part ("agg\_aris\_upp") to the latest upp changes (r20 or something).

(I could have done that earlier but some people want articles from me... )

Also, I've already got "agg\_aris\_svg" working with upp Xml but "agg\_svg\_aris\_upp\_xml" needs some more work...

Also, I've done that "rectangalizer" algorithm to have less output when printing or outputting to Drawing (finding mono-color rectangles and using DrawRect instead of PaintImage)

Here is the screenshot with "rectangalizer-optimizer":

And I'm started thinking of a separate "upp\_extras" (to compete with wx\_extras not upp... ) project on sourceforge...

But I want the whole upp strategy to be well-coordinated...

What's your ideas and wishes?

Aris

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### File Attachments

1) [agg\\_svg\\_aris\\_upp\\_example.PNG](#), downloaded 3034 times

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